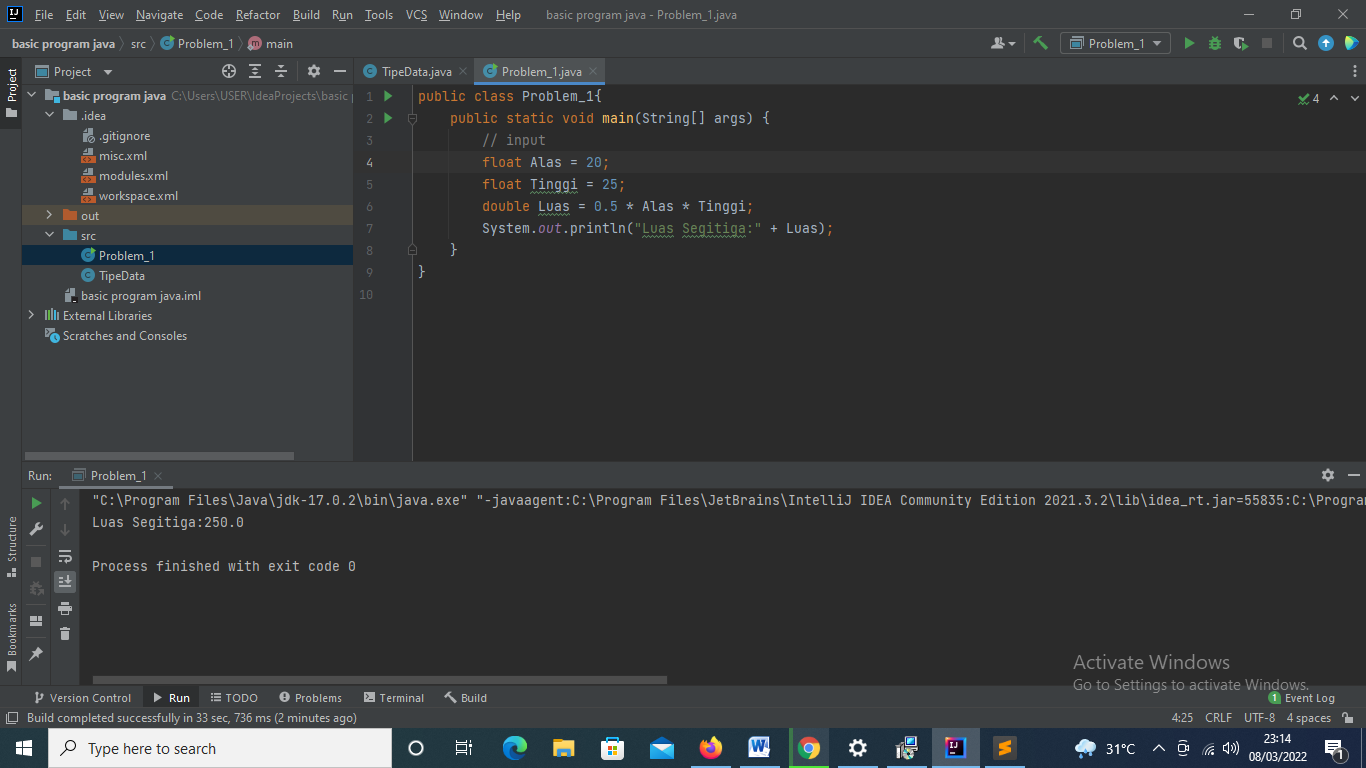
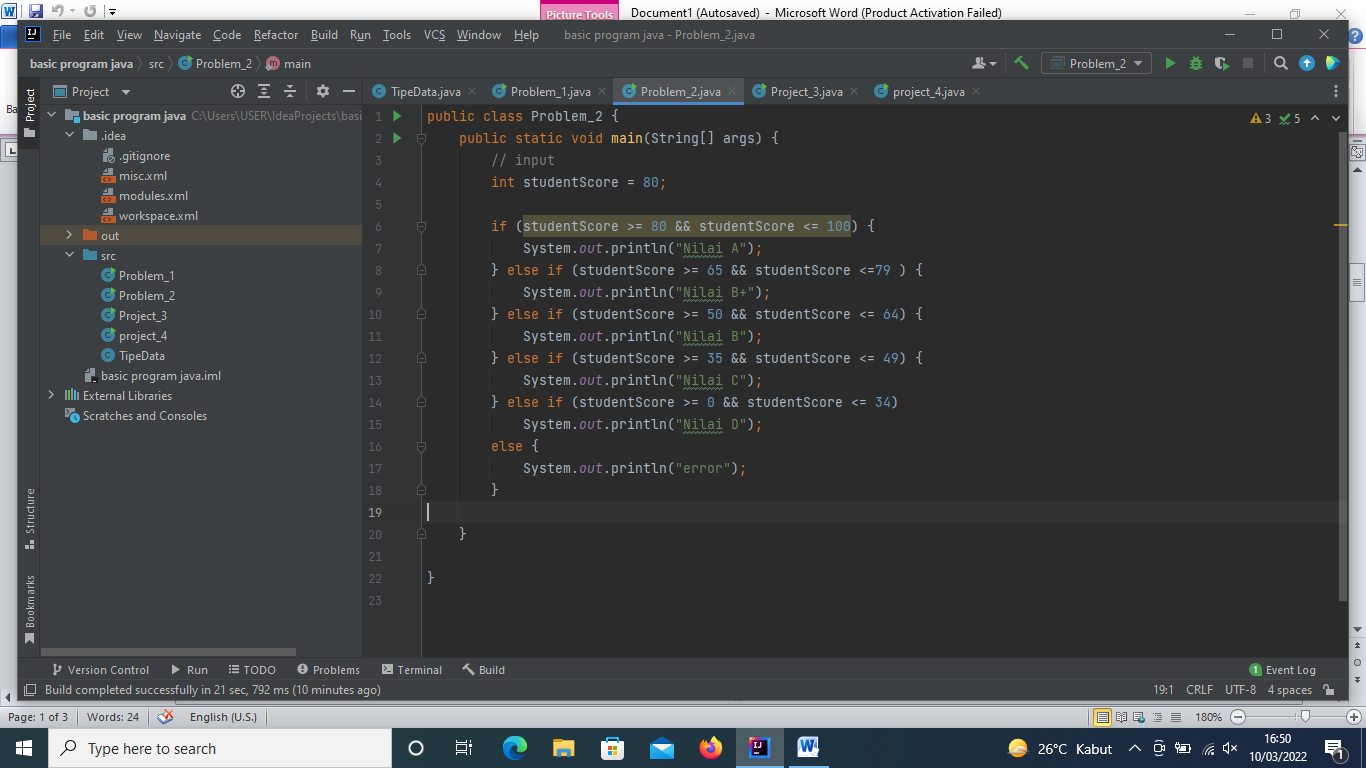
**PROJECT A**

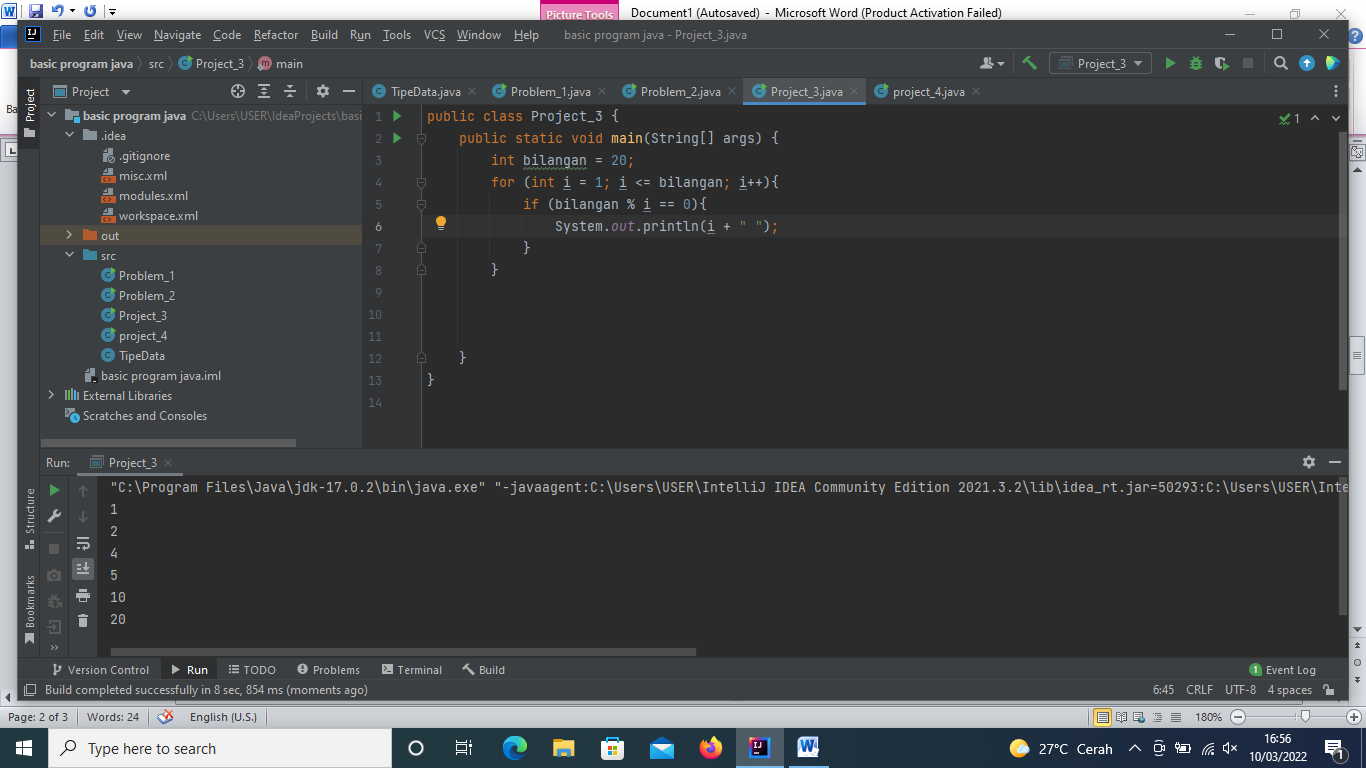
Problem\_1 -- >> Menghitung luas segitiga



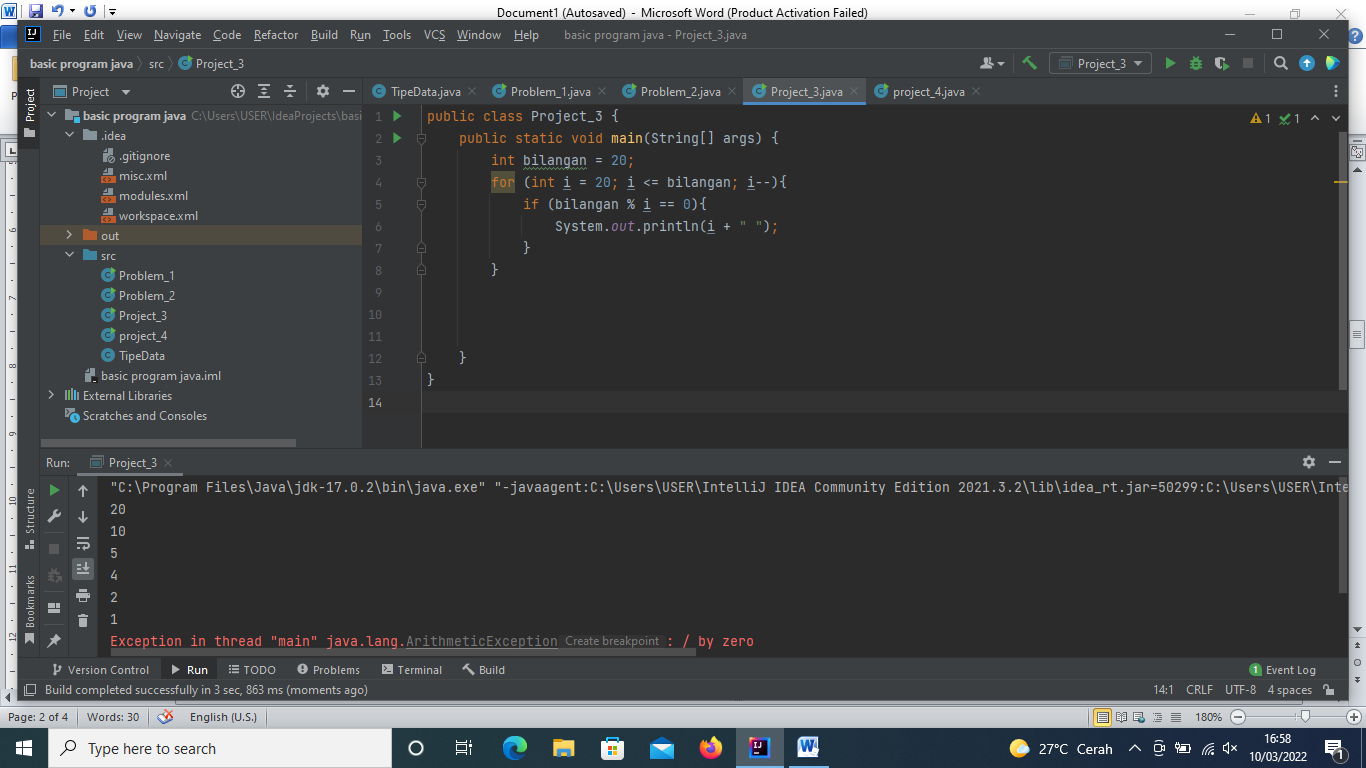
Problem\_2 -->> Konversi nilai



Problem\_3 -->> Faktor Bilangan

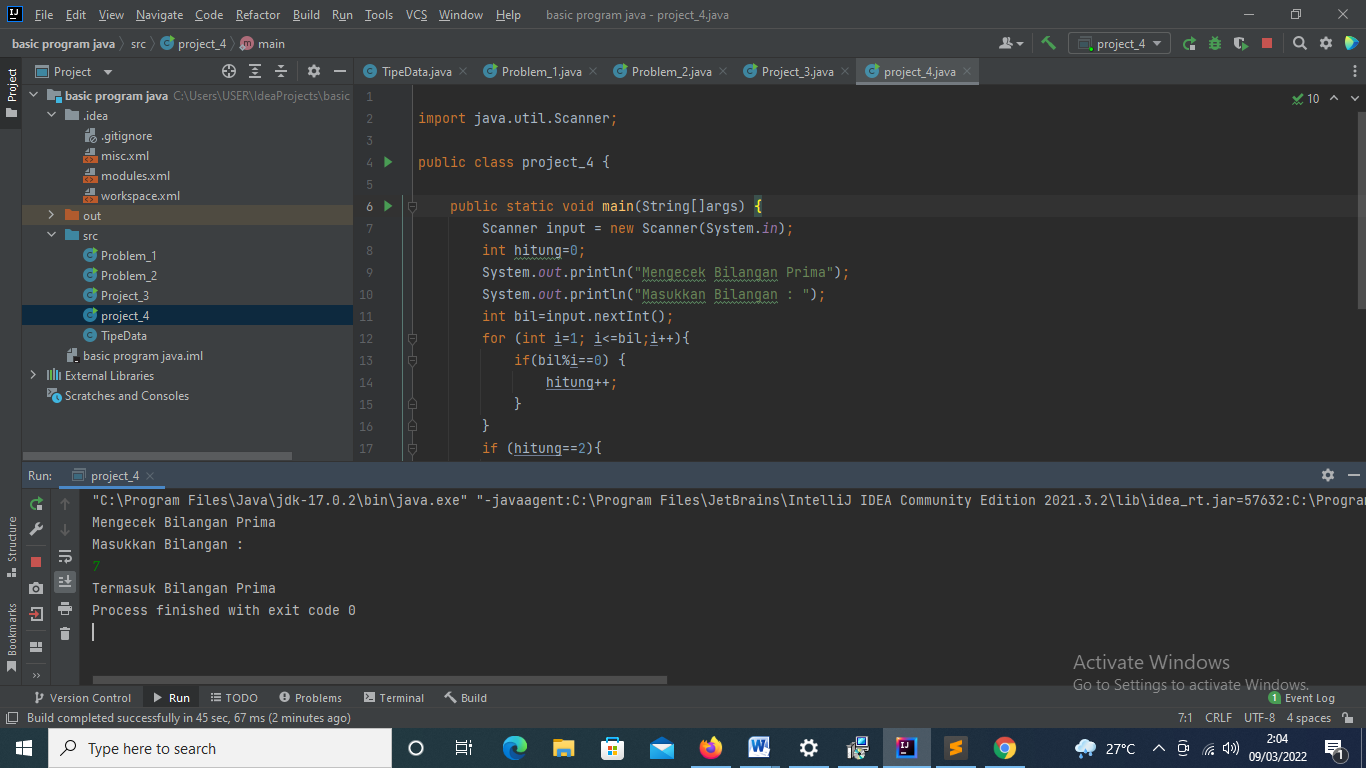


Problem\_4 -->> Faktor bilangan II

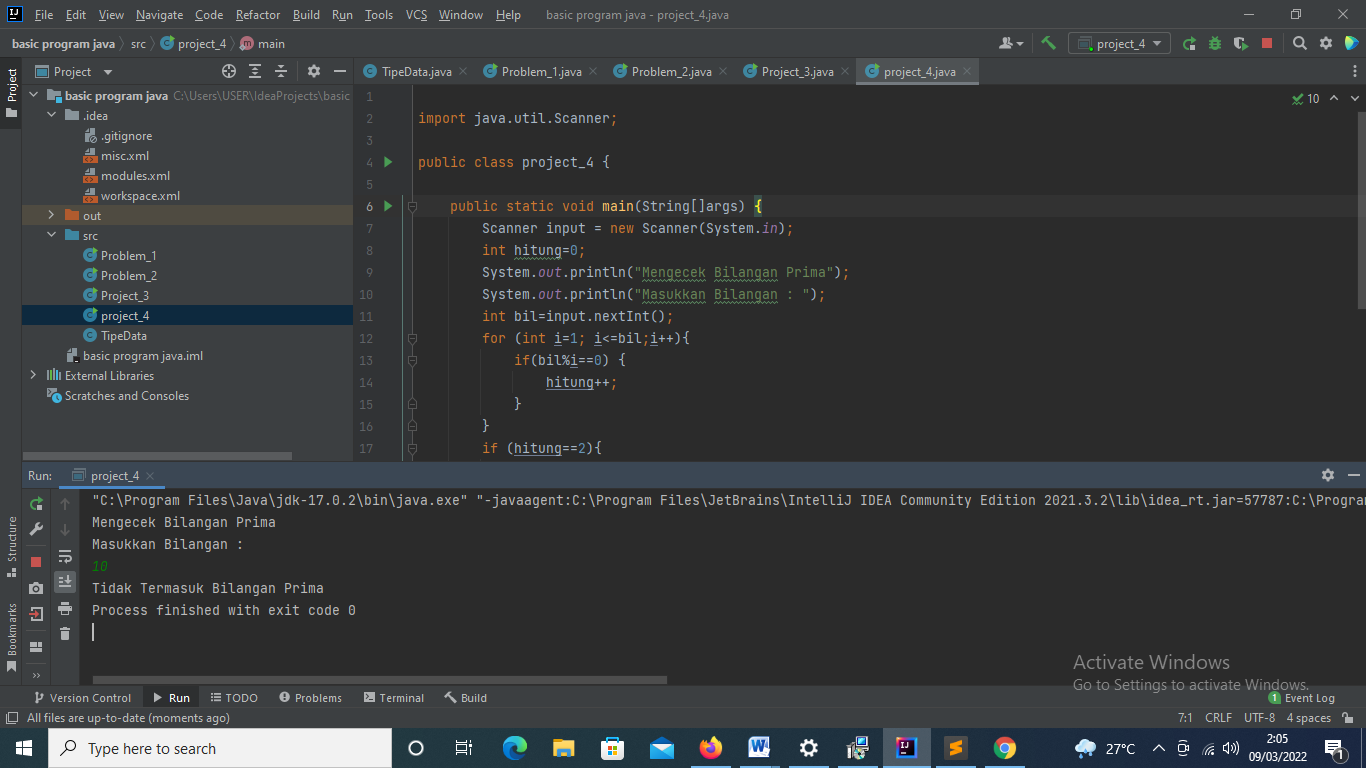


Problem\_5 -->> Bilangan Prima

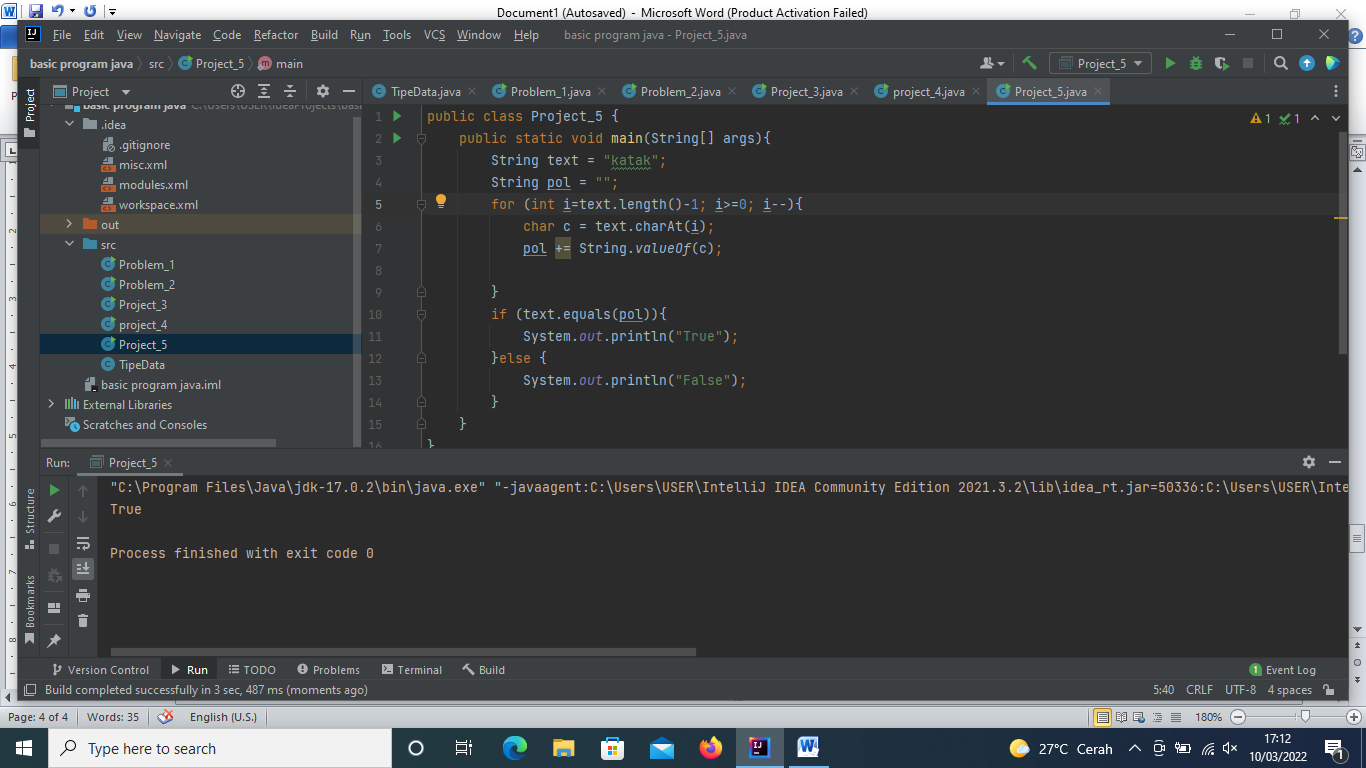
True :

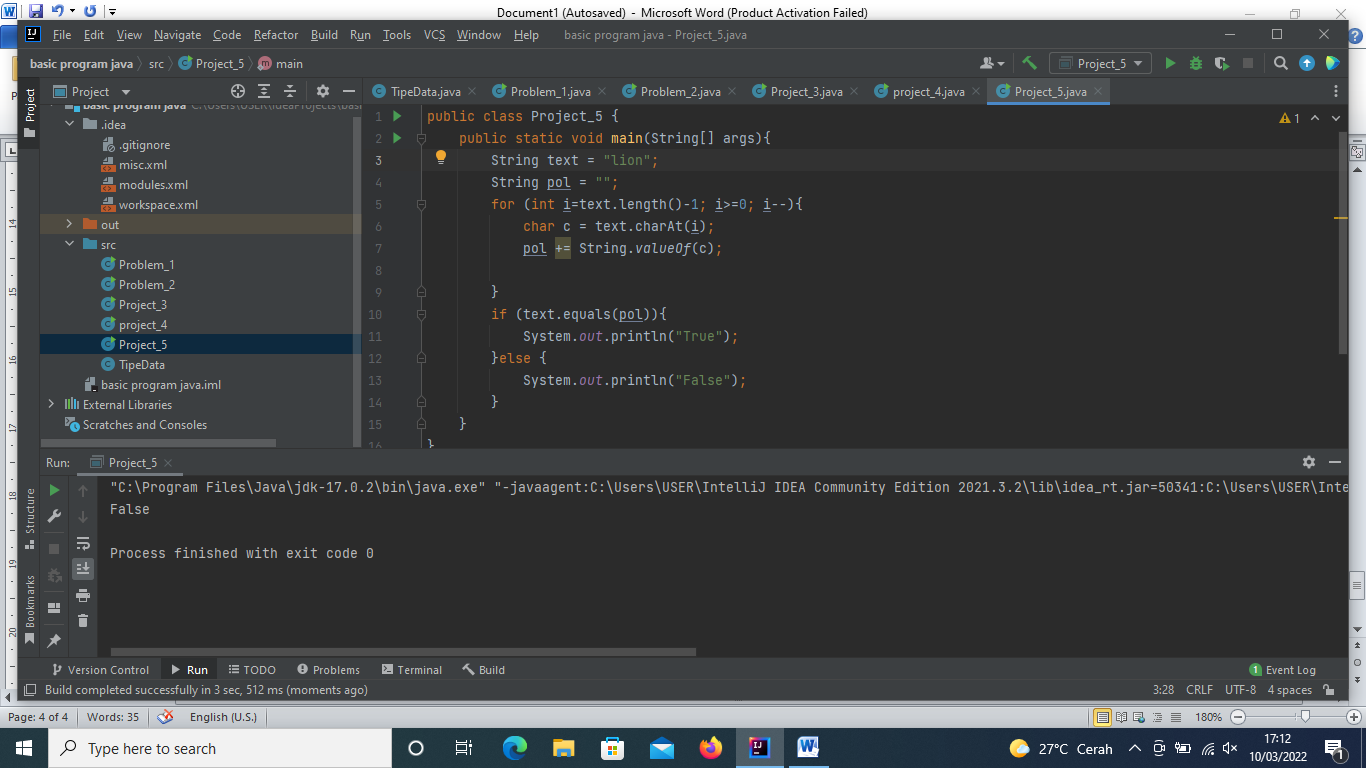


False :



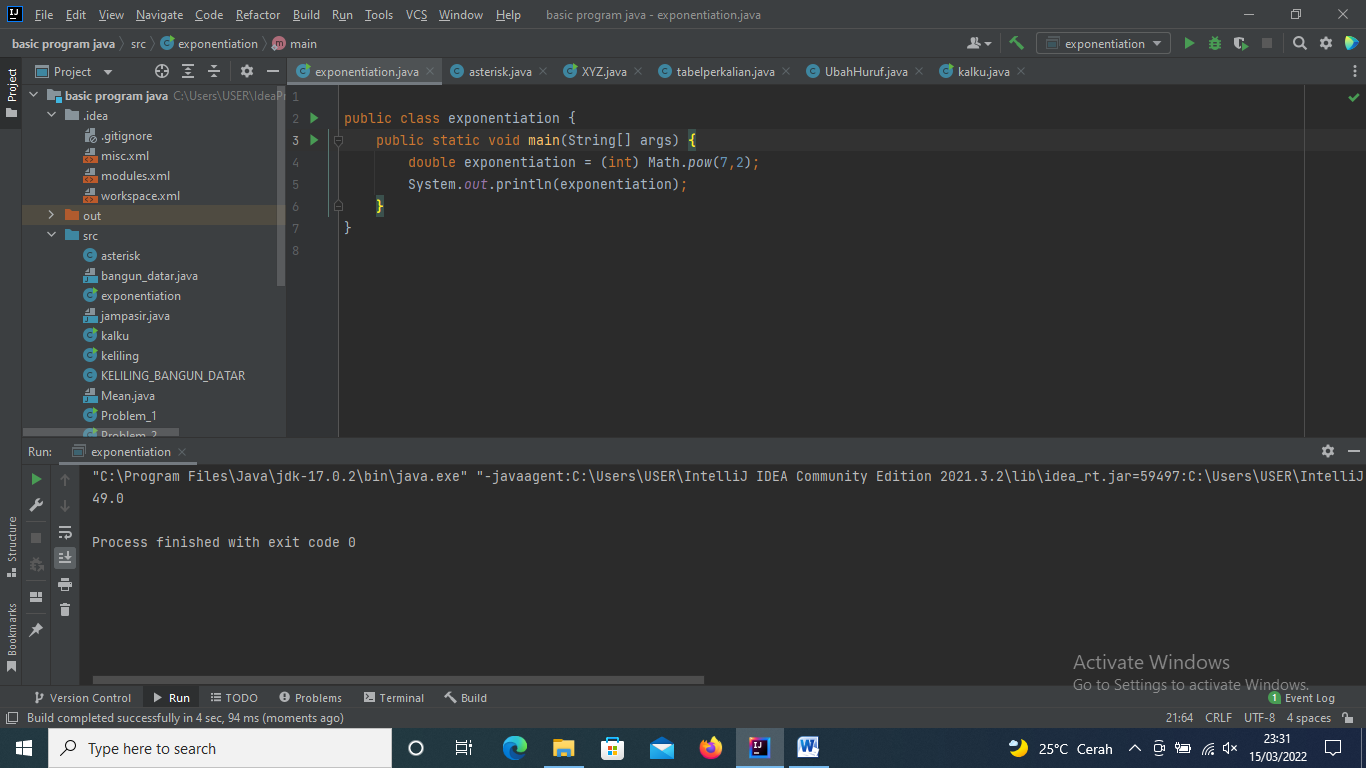
Problem\_6 -->> Palindrome



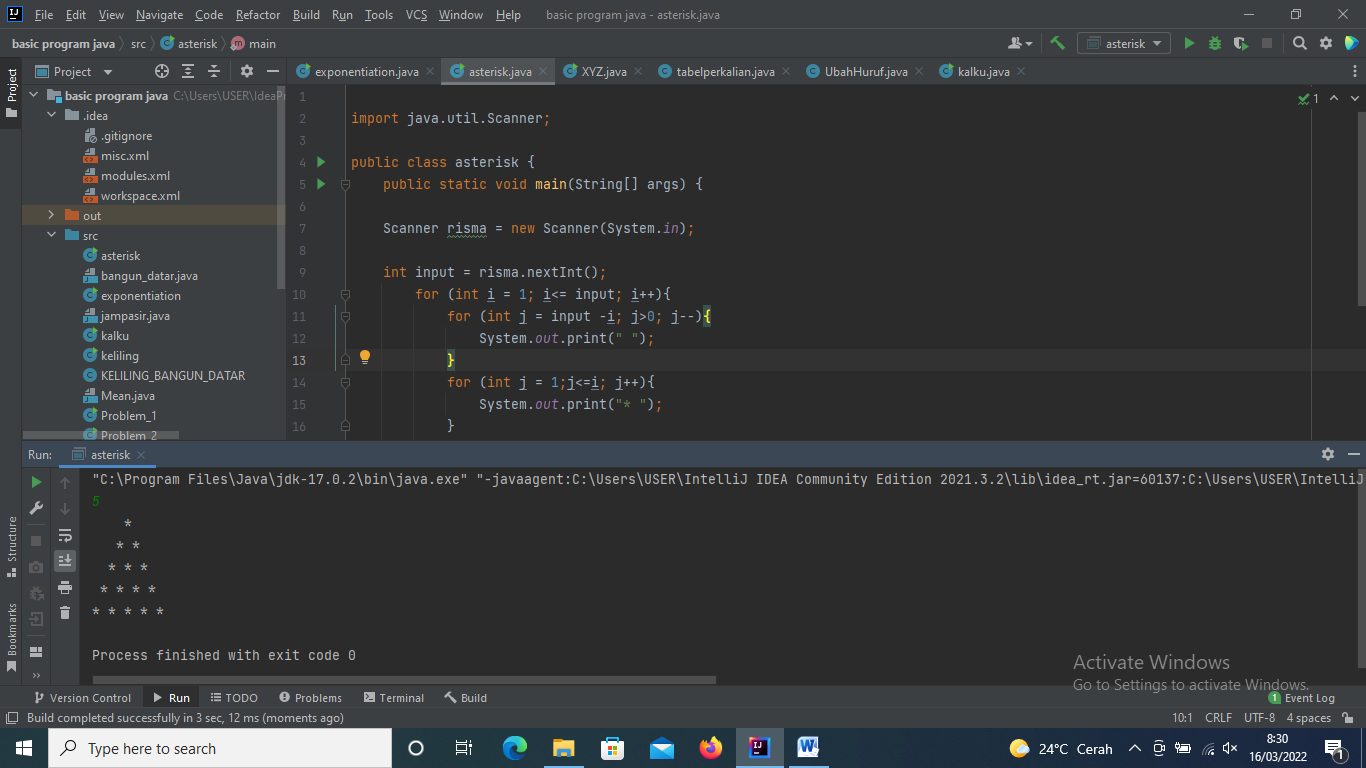


**PROJECT B**

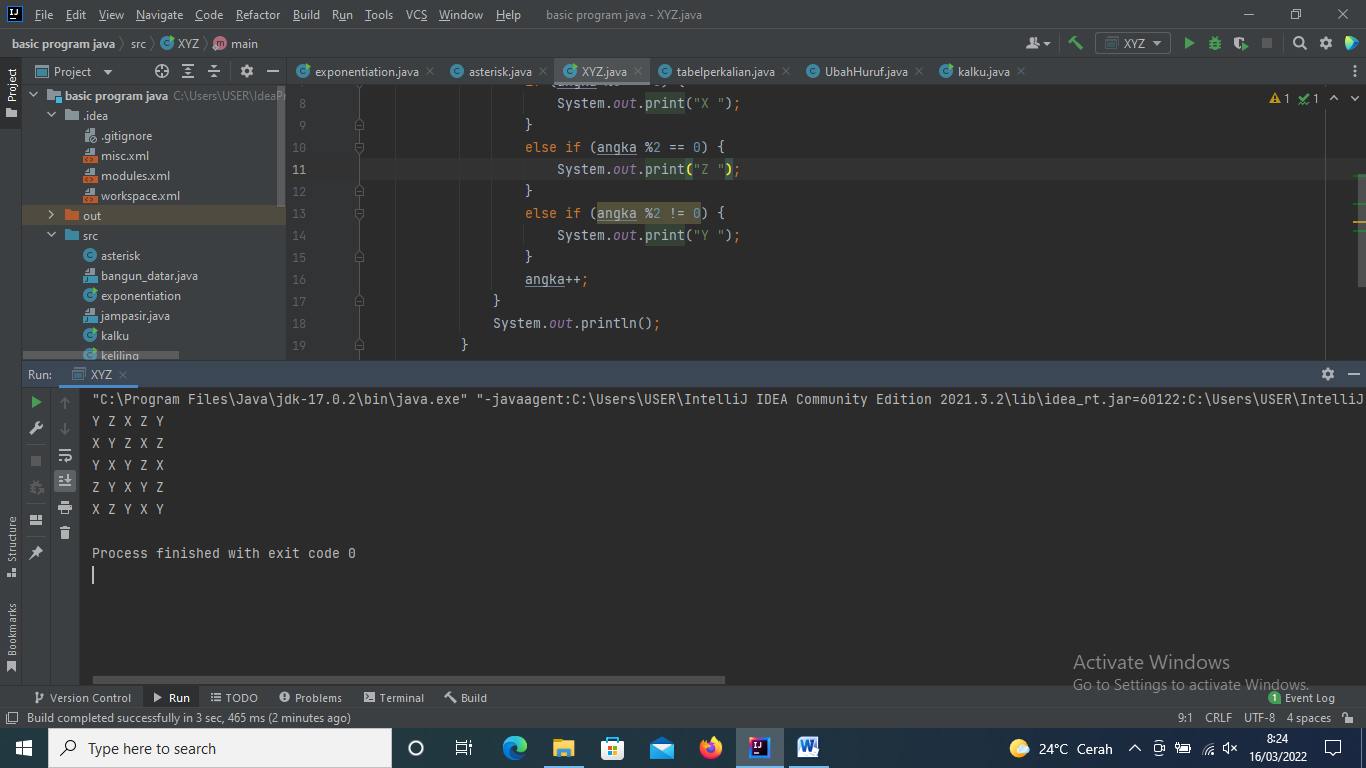
Problem\_1 -->> Exponentiation



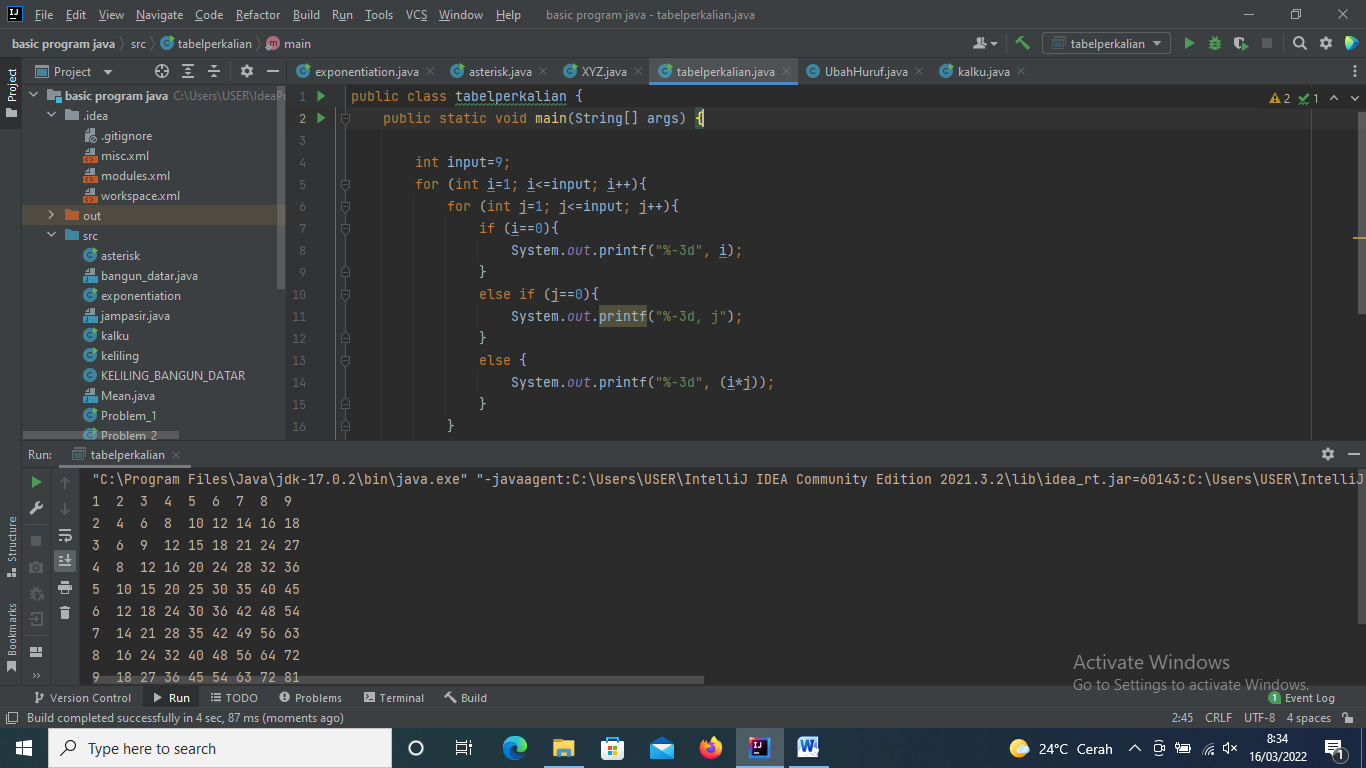
Problem\_2 -->> play with asterisk



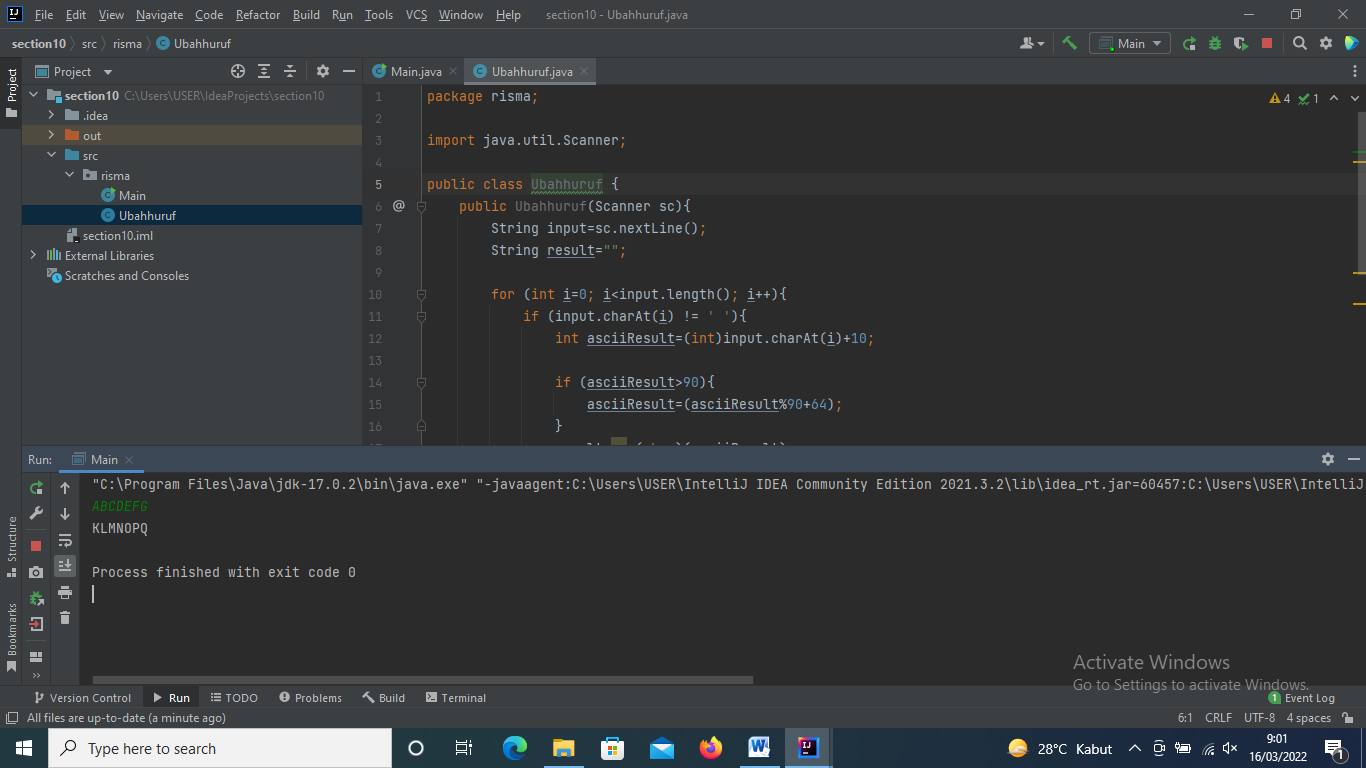
Problem\_3 -->> XYZ



Problem\_4 -->> Tabel perkalian



Problem\_5 -->> Ubah huruf



Problem\_6 -->> Mean

